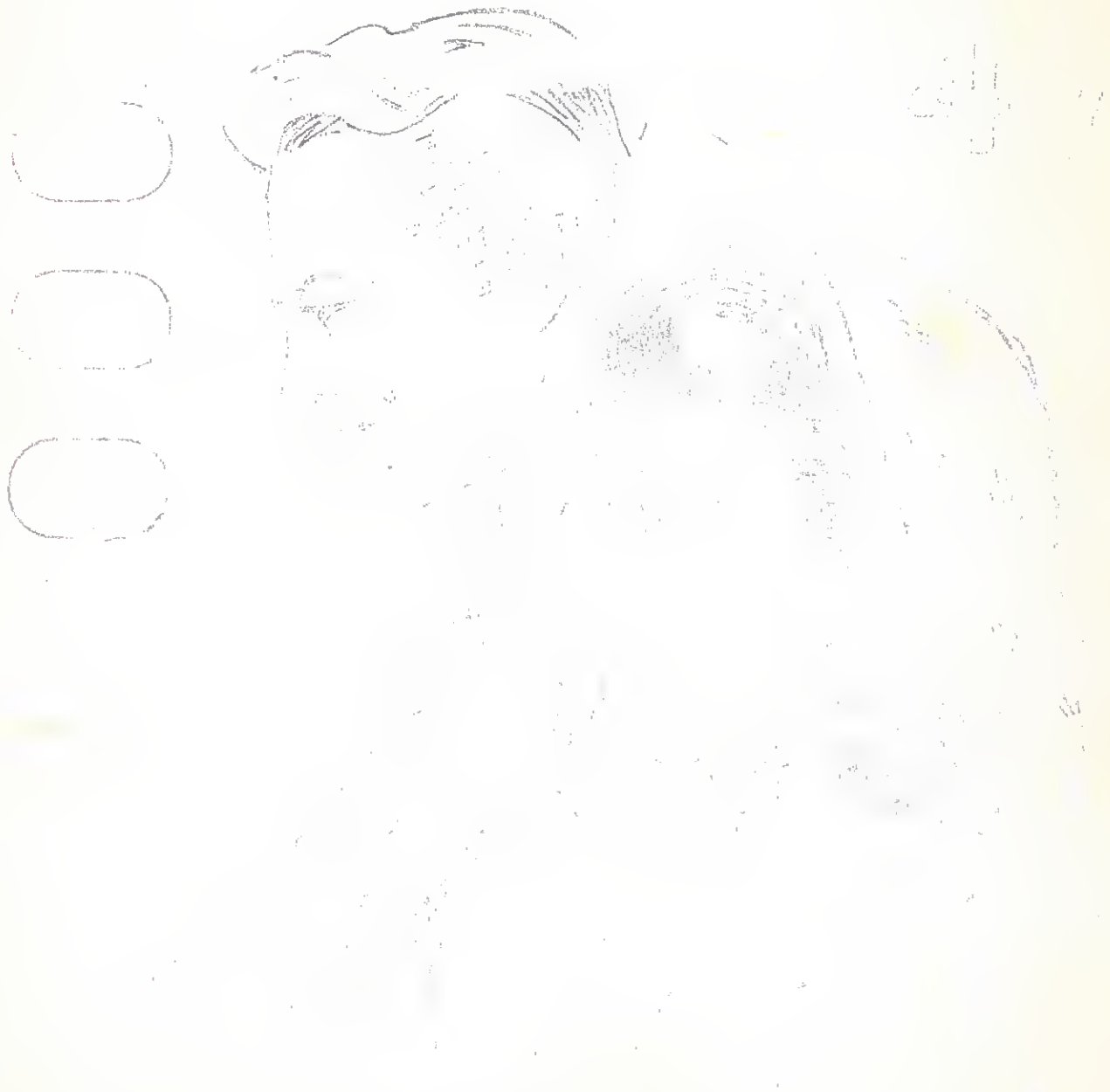


MISS ANTHONY



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BIG BROTHER:

11 NOVEMBER 1967:

STATISTICS OF THE POSTAL DIPLOMACY GAMEBOARD:

By: Charles N. Reinsel

The Diplomacy Board has a total of 75 spaces to which pieces may move. (A chess board has just 64 spaces!) 56 of these are land provinces. 19 are sea spaces. 14 of the spaces are landlocked and may only be entered by Armies. Fleets may go to the 19 sea spaces and 42 coastal land areas for a total of 61 spaces. (this is five more than the 56 areas that armies may move to!) Of the 56 land provinces 34 are supply centers and 22 are non-supply provinces. Of the 14 spaces that may only be reached by armies 7 are supply centers and seven are not.

Country:	A	B	C	D	E	F	G	H	I
England	6	3	3	0	0	6	5	3.0	3.8
France	6	3	3	2	2	5	8	4.5	2.2
Germany	6	3	3	3	3	6	11	5.2	1.8
Italy	6	3	3	2	0	6	7	3.7	3.5
Austria	6	3	3	3	2	5	10	5.7	0.5
Russia	7	4	3	3	3	6	11	4.4	1.8
Turkey	5	3	2	1	1	5	5	2.8	3.4
Total:	56	34	22	-	-	-	-	-	-
(Neutrals)	14	12	2	-	-	-	-	3.1	3.9
(Sea Spaces)	-	-	19	-	-	-	-	-	6.1

Explanation of above chart:

A-Total provinces in homeland. B-Number of Supply Centers.
 C-Non-Supply provinces. D-Borders other Major Powers.
 E-Borders Neutral Supply Centers. F-Homeland border spaces.*
 G-Foreign spaces along border. (If G is greater than F it is a favorable situation. However if G is greater than F the border situation is unfavorable. Note Germany which seldom wins a game!)
 H-Average Mobility of Army units. I-Average Mobility of Fleets.
 (Mobility is hereby defined as the number of adjoining spaces to where a piece may legally move to.) Note that Austria has the land greatest mobility and this is why Austria is the most fun to play! Turkey of course has the least land mobility. England of course has the greatest sea mobility and Austria the least.

The most important Sea space is the North Sea which has a fleet mobility of 11. Close behind are the Mid-Atlantic Ocean and the Ionian Sea which both have a fleet mobility of 9. The weakest sea space with a mobility of only 3 is the Barents Sea. Controlling the sea squares with the greatest mobility can win the game.

As far as Armies are concerned the most important spaces are Burgundy, Munich, and Galicia. Who ever controls these should win the game. Their mobility ratings are 7. The weakest land spaces are North Africa, Tunis, and Portugal with 1 each.

Fleets on a coast fare best in Denmark, Norway, & Sweden where they all have a mobility of 6. The worst fleet positions are Syria, Portugal, and the North Coast of St. Petersburg. (Cont. some time.)

BIG BROTHER #47: GAMEMASTERS' GAME #1: 14 November '67:
FALL 1917: GERMANY REGAINS ALL HER MAJOR CITIES!
SPRING 1918 Moves due before 6PM, FRIDAY, the 1st. of DEC. 1967.

ENGLAND---Fleet-Eдинburgh stands.

FRANCE---Armies-Warsaw & Kiel shot!

Armies-Paris, Holland, Prussia, Piedmont & Sevast. stand.

Fleets-Brest, London, Mid-Atlantic, & Norweg. Sea stand.

GERMANY---Army-Venice to Rome

Koning Army-Marseilles to Spain*

(*This Army is ordered to retreat to Gascony)

Fleet-Baltic Sea to Kiel

Army-Berlin & F Baltic Sea to Kiel

Fleet-North Sea to English Channel

Fleet-Danmark to North Sea

Army-Livonia to Warsaw

Army-Moscow & A Livonia to Warsaw

ITALY---Army-Bulgaria to Rumania

McCallum Army-Rome to Venice

Fleet-Spain (SC) to Marseilles

Fleet-Gulf of Lyon & F Spain(SC) to Marseilles

Fleet-Western Med. to Spain (See Rule #80)

TURKEY---Army-Serbia stands.

Fleets-Aegean, Constat., Smyrna, & Syria stand at anchor.

Supply Centers Controlled By:

England-Bdi (1) Constant

France-Bre, Par, Bel, Mol, Spa, Port, Liv, Lon, Sev (9) Constant

Germany-3 home, 3 Aust, 3 Scand, St. Pete, Ven, War, Mos (13)

Only room for one build.

Italy-Tun, Gre, Bul, Rome, Nap, Rum, Mar (7) Only room for one build.

Turkey-3 home, Serb (4) GameMASTER removes army Serbia.

WINTER 1917: Germany-Build Army Munich.

Italy-Build Army Naples.

WINTER 1905: WINNERS' GAME #4: 14 November '67:

ENGLAND PREPARES TO SEND STILL MORE TROOPS TO WAR!

SPRING 1906 Moves are due 6PM, FRIDAY, the 1st. of DEC. 1967.

England-Build Army London & Fleet Eдинburgh.

Italy-Builds Army Rome.

Austria-Builds Army Vienna.

Russia-Retreats Army St. Petersburg to Moscow.

Removes Fleet Aegean Sea.

Fee to play in Big Brother explained elsewhere this issue! Note,
while they last the complete moves of finished B.B. Game #2 (29
pages) in B.B. #48 for 35¢ to cover paper & postage etc. HURRIE-EE.